

CLAIM AMENDMENTS

1. (currently amended) A method for programming media content in a distributed media network that includes an Internet-based media exchange network infrastructure, the method comprising:

selecting at least one customized media channel established by a user based on at least one input from said user;

identifying one or more of media, data ~~and/or~~ and service for said selected at least one customized media channel; and

~~presenting, at pushing said one or more of media, data and service via said at least one customized media channel from a first geographic location associated with a network protocol address of the distributed media network, directly in said at least one customized media channel, said identified one or more of media, data and/or service, wherein said media channel may be pushed from said first geographic location to a second geographic location associated with another network protocol address based upon the identification of another user associated with said second geographic location.~~

2. (currently amended) The method according to claim 1, comprising displaying said identified one or more of media, data ~~and/or~~ and service in a channel view corresponding to said at least one customized media channel.

3. (currently amended) The method according to claim 2, comprising scheduling said display of said identified one or more of media, data ~~and/or~~ and service in said channel view corresponding to said at least one customized media channel.

4. (currently amended) The method according to claim 2, comprising updating said display with newly available one or more of media, data ~~and/or~~ and service in said channel view corresponding to said at least one customized media channel.

5. (currently amended) The method according to claim 1, comprising transferring said identified one or more of media, data ~~and/or~~ and service to said at least one customized media channel.

6. (currently amended) The method according to claim 1, comprising selecting said identified one or more of media, data ~~and/or~~ and service from a third party.
7. (currently amended) The method according to claim 6, comprising transferring said selected one or more of media, data ~~and/or~~ and service from a storage associated with said third party into said at least one customized media channel.
8. (currently amended) The method according to claim 7, comprising queuing said one or more of media, data ~~and/or~~ and service prior to said transfer, said queuing based on one or more of a bandwidth usage, a delivery cost ~~and/or~~ and a delivery schedule.
9. (currently amended) The method according to claim 1, comprising receiving said selection of said identified one or more of media, data and service based on one or both of a device view ~~and/or~~ and a media view.
10. (currently amended) The method according to claim 1, comprising controlling said presentation of said identified one or more of media, data ~~and/or~~ and service from a graphical user interface corresponding to a channel view.
11. (currently amended) A machine-readable storage having stored thereon, a computer program having at least one code section for programming media content in a distributed media network that includes an Internet-based media exchange network infrastructure, the at least one code section being executable by a machine for causing the machine to perform steps comprising:
- selecting at least one customized media channel established by a user based on at least one input from said user;
 - identifying one or more of media, data ~~and/or~~ and service for said selected at least one customized media channel; and
 - presenting, at pushing said one or more of media, data and service via said at least one customized media channel from a first geographic location associated with a network protocol address of the distributed media network, directly in said at least one customized media channel, said identified one or more of media, data and/or service, wherein said media channel may be pushed from said first geographic location to a second geographic

location associated with another network protocol address based upon the identification of another user associated with said second geographic location.

12. (currently amended) The machine-readable storage according to claim 11, comprising code for causing display of said identified one or more of media, data ~~and/or~~ and service in a channel view corresponding to said at least one customized media channel.

13. (currently amended) The machine-readable storage according to claim 12, comprising code for scheduling said display of said identified one or more of media, data ~~and/or~~ and service in said channel view corresponding to said at least one customized media channel.

14. (currently amended) The machine-readable storage according to claim 12, comprising code for causing update of said display with newly available one or more of media, data ~~and/or~~ and service in said channel view corresponding to said at least one customized media channel.

15. (currently amended) The machine-readable storage according to claim 11, comprising code for transferring said identified one or more of media, data ~~and/or~~ and service to said at least one customized media channel.

16. (currently amended) The machine-readable storage according to claim 11, comprising code for selecting said identified one or more of media, data ~~and/or~~ and service from a third party.

17. (currently amended) The machine-readable storage according to claim 16, comprising code for transferring said selected one or more of media, data ~~and/or~~ and service from a storage associated with said third party into said at least one customized media channel.

18. (currently amended) The machine-readable storage according to claim 17, comprising code for queuing said one or more of media, data ~~and/or~~ and service prior to

said transfer, said queuing based on one or more of a bandwidth usage, a delivery cost ~~and/or~~ and a delivery schedule.

19. (currently amended) The machine-readable storage according to claim 11, comprising code for receiving said selection of said identified one or more of media, data ~~and/or~~ and service based on one or both of a device view ~~and/or~~ and a media view.

20. (currently amended) The machine-readable storage according to claim 11, comprising code for controlling said presentation of said identified one or more of media, data ~~and/or~~ and service from a graphical user interface corresponding to a channel view.

21. (currently amended) A system for programming media content in a distributed media network that includes an Internet-based media exchange network infrastructure, the system comprising:

at least one processor that selects at least one customized media channel established by a user based on at least one input from said user;

said at least one processor identifies one or more of media, data ~~and/or~~ and service for said selected at least one customized media channel; and

said at least one processor ~~presents, at~~ pushes said one or more of media, data and service via said at least one customized media channel from a first geographic location associated with a network protocol address of the distributed media network, directly in ~~said at least one customized media channel, said identified one or more of media, data and/or service, wherein said media channel may be pushed from said first geographic location to a second geographic location associated with another network protocol address based upon the identification of another user associated with said second geographic location.~~

22. (currently amended) The system according to claim 21, wherein said at least one processor displays said identified one or more of media, data ~~and/or~~ and service in a channel view corresponding to said at least one customized media channel.

23. (currently amended) The system according to claim 22, wherein said at least one processor schedules said display of said identified one or more of media, data ~~and/or~~ and service in said channel view corresponding to said at least one customized media channel.

24. (currently amended) The system according to claim 22, wherein said at least one processor causes said display to be updated with newly available one or more of media, data ~~and/or~~ and service in said channel view corresponding to said at least one customized media channel.

25. (currently amended) The system according to claim 21, wherein said at least one processor transfers said identified one or more of media, data ~~and/or~~ and service to said at least one customized media channel.

26. (currently amended) The system according to claim 21, wherein said at least one processor selects said identified one or more of media, data ~~and/or~~ and service from a third party.

27. (currently amended) The system according to claim 26, wherein said at least one processor transfers said selected one or more of media, data ~~and/or~~ and service from a storage associated with said third party into said at least one customized media channel.

28. (currently amended) The system according to claim 27, wherein said at least one processor queues said one or more of media, data ~~and/or~~ and service prior to said transfer, said queuing based on one or more of a bandwidth usage, a delivery cost and/or a delivery schedule.

29. (currently amended) The system according to claim 21, wherein said at least one processor receives said selection of said identified one or more of media, data ~~and/or~~ and service based on one or both of a device view and/or a media view.

30. (currently amended) The system according to claim 21, wherein said at least one processor controls said presentation of said identified one or more of media, data ~~and/or~~ and service from a graphical user interface corresponding to a channel view.

31. (currently amended) The system according to claim 21, wherein said at least one processor is one or more of a media processing system processor, a media peripheral processor, a customized computer processor, a storage system processor ~~and/or~~ and a customized computer executing media exchange software processor.